



# BATTLEFIELD GERMANY

AMSTRAD  
CPC SERIES

WARGAMERS  
SERIES

# WARGAMERS SERIES

## BATTLEFIELD GERMANY

### THE GAME

17. June 1989.

After almost a year of increasing tension, a full scale Warsaw Pact offensive is launched into Western Europe. BATTLEFIELD GERMANY has begun !

BATTLEFIELD GERMANY is a simulation game about a conflict that has yet to happen – war in central Europe between NATO and the WARSAW PACT. Under the shadow of nuclear escalation, the war encompasses both Germanys, Czechoslovakia, Belgium, the Netherlands and Eastern France.

An exciting, sophisticated wargame using the latest in artificial intelligence techniques, BATTLEFIELD GERMANY offers a true strategic and tactical opportunity for anyone interested in exploring the strategies of modern warfare.

Factually as accurate as possible. BATTLEFIELD GERMANY also serves as a chilling reminder of the scenario that must never be allowed to develop.

### FEATURES

Nuclear option  
Phased game  
Variable difficulty level  
Variable game length  
Save/Load Game

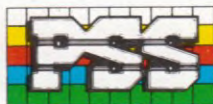
Computer opponent  
Command either NATO  
or Warsaw Pact  
1 or 2 Players  
Full instruction booklet

"A GREAT CHALLENGE" – COMPUTER GAMER AUGUST 1986

"AN EXCELLENT GAME...DEPTH AND TACTICS" – AMSTRAD ACTION AUGUST 1986

"COMPLEX COMPELLING, CHALLENGING AND WONDERFULLY ADDICTIVE" – AMTIX JULY 1986.

BATTLEFIELD GERMANY is produced under licence from CYBERCOM ENTERPRISES.



PSS 452 STONEY STANTON ROAD, COVENTRY, CV6 5DG.



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